

GAME BOY ADVENTURE

GAMES EXPLOSION!

TM

INSTRUCTION BOOKLET

AGB-BG7E-USA

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

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Rev-D (L)

EVERYONE



Simulated Gambling

ESRB CONTENT RATING

www.esrb.org

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SETUP

- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.**
- 2. Insert the Game Pak of Games Explosion into the slot on the Game Boy® Advance. To lock it in place, press firmly.**
- 3. Turn ON the POWER switch. The title screen appears (if you don't see it, begin again at step 1).**
- 4. When the menu screen appears press Left or Right on the + Control Pad to choose the category of games you are interested in. Press the A Button to select the category.**
- 5. Use the + Control Pad to choose the game. Press the A Button to start the selected game, or press the B Button to back up to the game category menu.**

GAME OVERVIEW

Games Explosion includes sixteen games to play on your Game Boy® Advance system. Games are placed into five categories depending on their style and game play.

BEFORE WE START THE GAME...

Each game includes the following options before the game starts:

- **Start** – Begins the game.
- **Resume** – Returns to the game in progress, if the game has been started.
- **Game difficulty** – There are three levels – Easy, Medium and Hard.
- **Help** – Displays additional information on how to play.
- **Quit** – Exits the game and displays the main menu.

Pressing START during the game will display this menu again. There may also be additional options unique to each game, which can be found in each game's description.

GAMES



Tic-Tac-Toe / Category: neon

To play Tic-Tac-Toe – Place your X or O symbol on the 3x3 grid (place symbols using the A Button, use the + Control Pad to move the pointer). Be the first player to get three (3) of your playing pieces in a row – horizontally, diagonally or vertically to win the match. The player who wins the most matches wins the game.

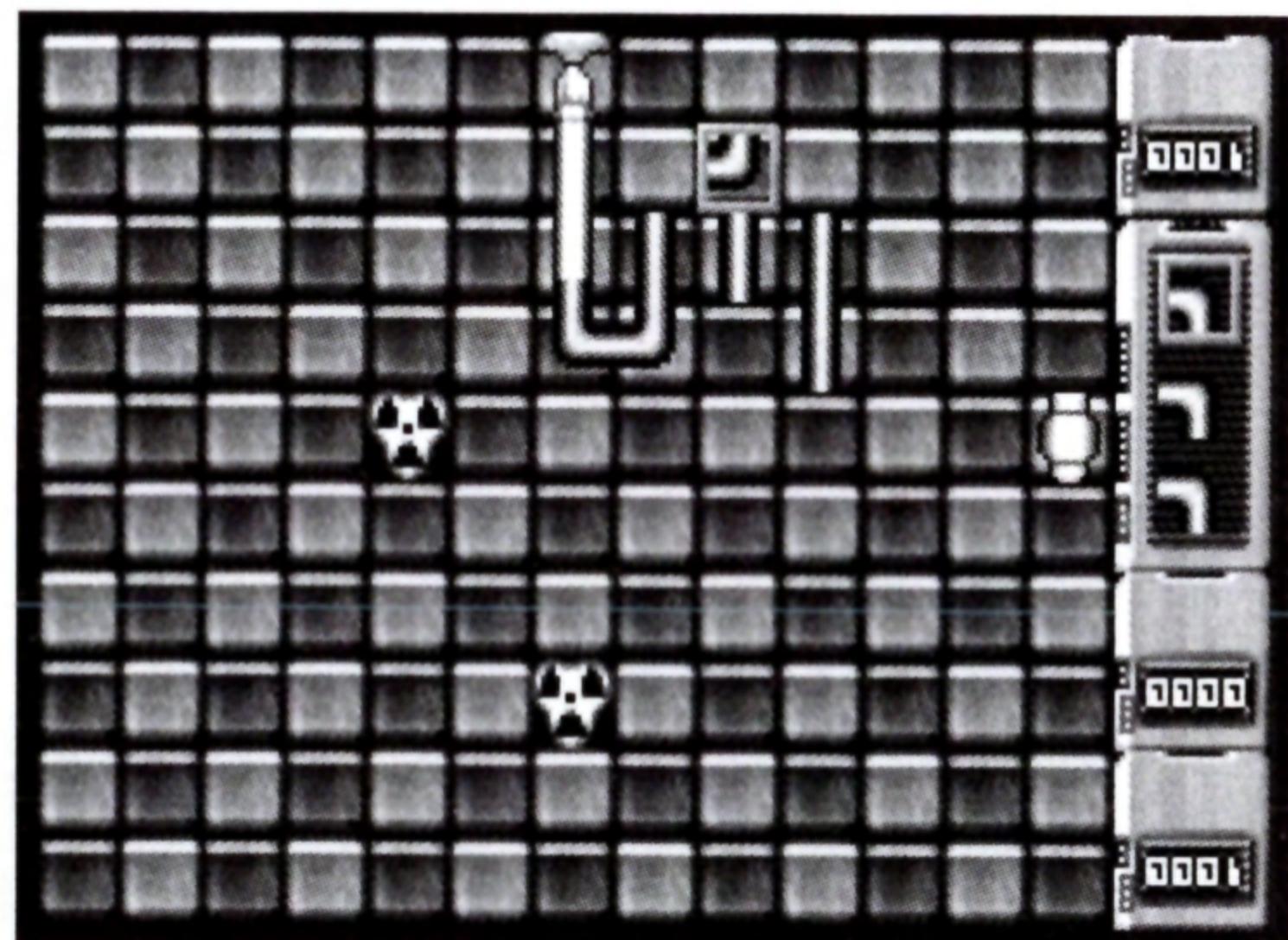
Pipemaster / Category: neon

To Play Pipemaster – Race against the clock to lay pipes from the starting point valve to the final destination valve. Place each pipe using the A Button; rotate them by using L and R Buttons. As time runs out the water will flow by itself. If it reaches the destination valve you win. Use the explosion to remove misplaced pipe.

The following icons are on the board:

Valve – Stops the flow of water for a few seconds.

Radiation – Pipe pieces cannot be laid on radiation.



Checkers / Category: board

To play Checkers – In Checkers you have 2 kinds of pieces:

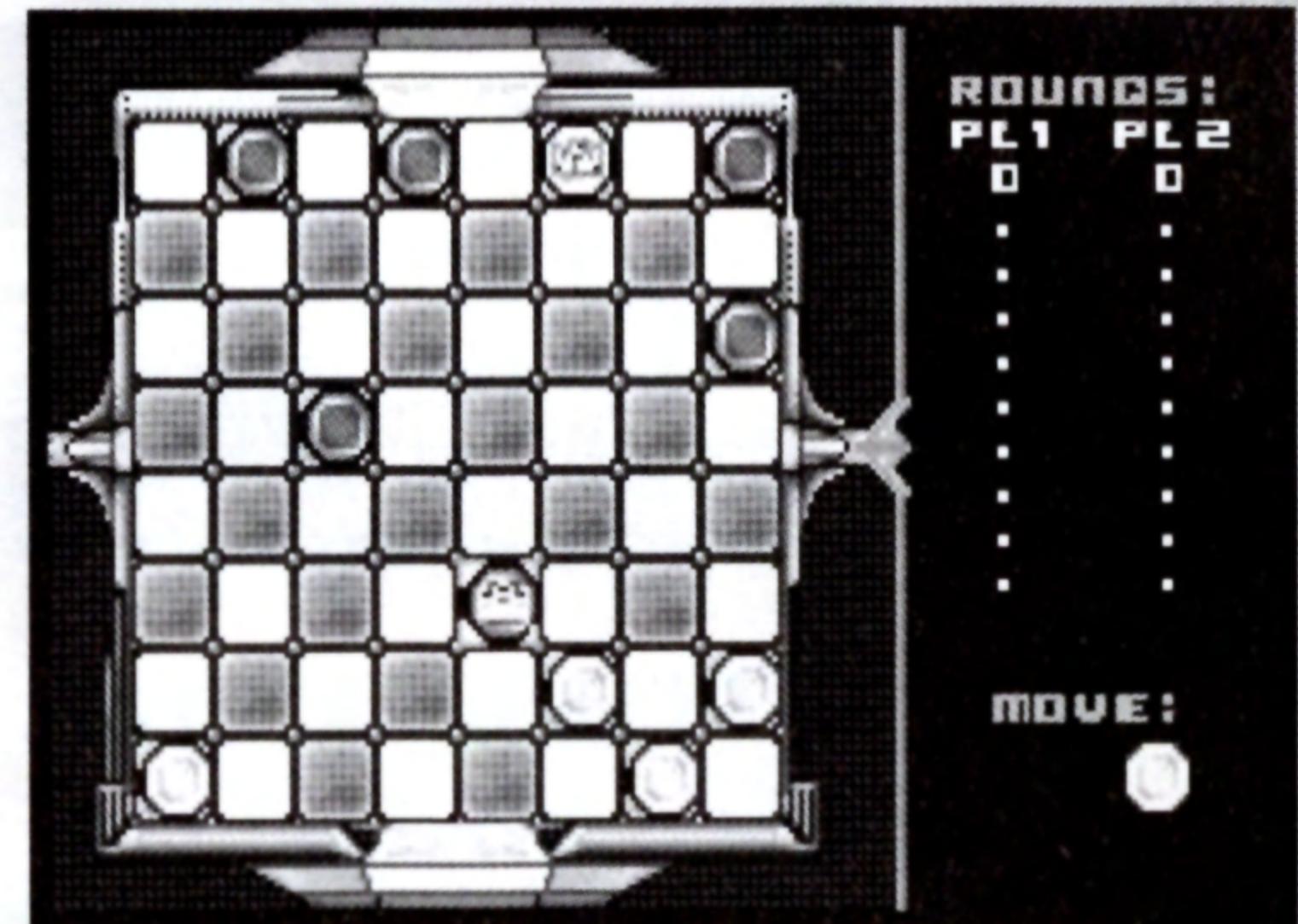
Normal – Can only be moved one square diagonally towards the enemy.

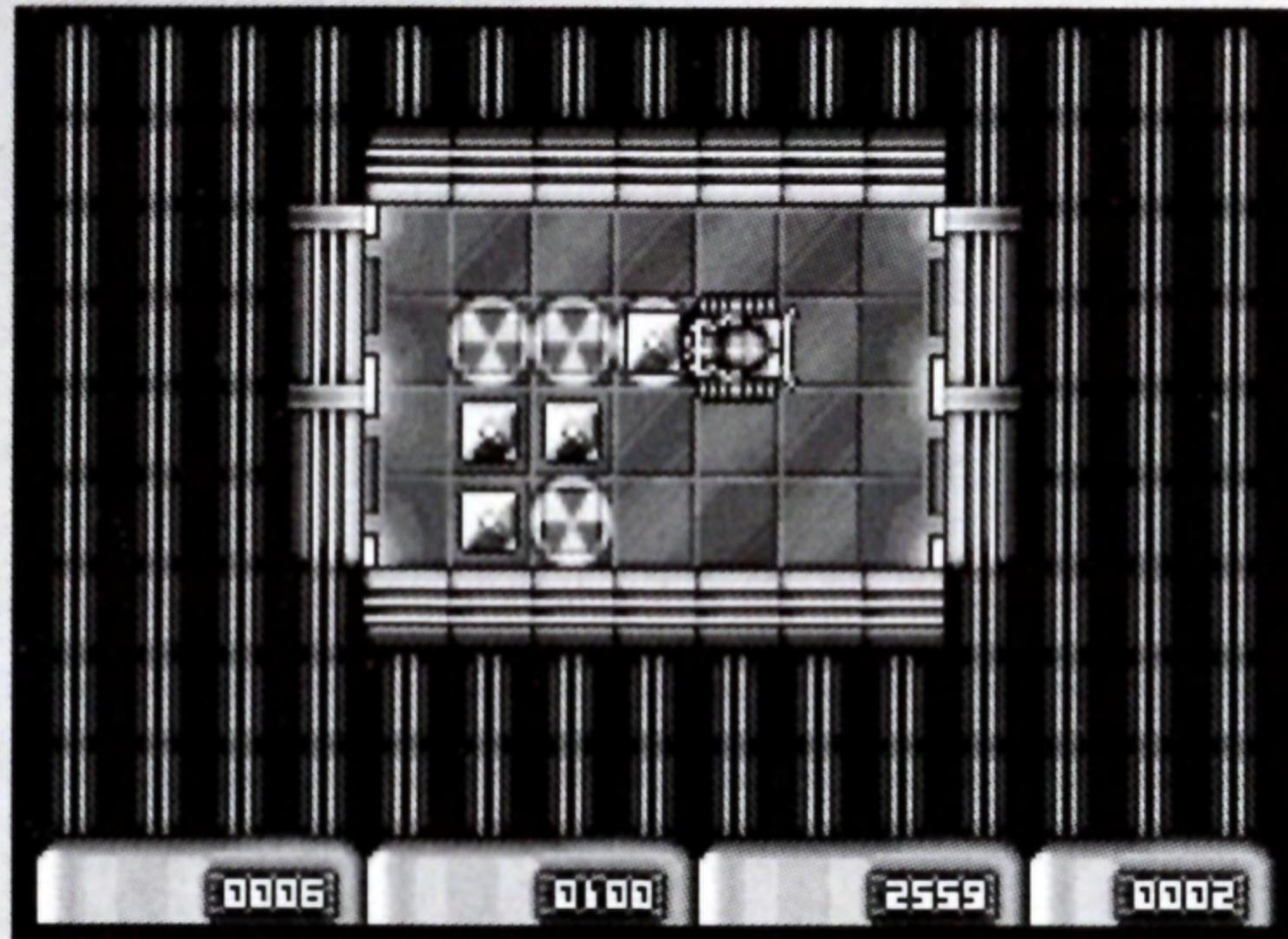
King – Can be moved one square diagonally in any direction.

The pieces can only be moved on the dark fields.

You must jump over the enemy's pieces to capture them. If there is an opportunity to jump over an enemy's piece, you must do so. The player with the last piece left on the board wins the game.

Use the + Control Pad to highlight the piece and the A Button to select it. Next use the + Control Pad to highlight the square you wish to move the piece and press the A Button to move it.





Warehouse Man / Category: cyber

To play Warehouse Man – Use the robot to push boxes around the warehouse. Each box must be placed in the correct color area to clear the level. If you fail you must restart the level. Collect the Dollar (\$) bonuses while you work to add an additional \$100 to your score.

The + Control Pad is used to move the robot.

Ice Jumper / Category: cyber

To play Ice Jumper – Jump platform to platform on the electric grid, avoiding flying saucers and other objects to get to the other shore. Use the + Control Pad to jump forward, left or right, and use the L and R Buttons to jump across. You can't jump back.

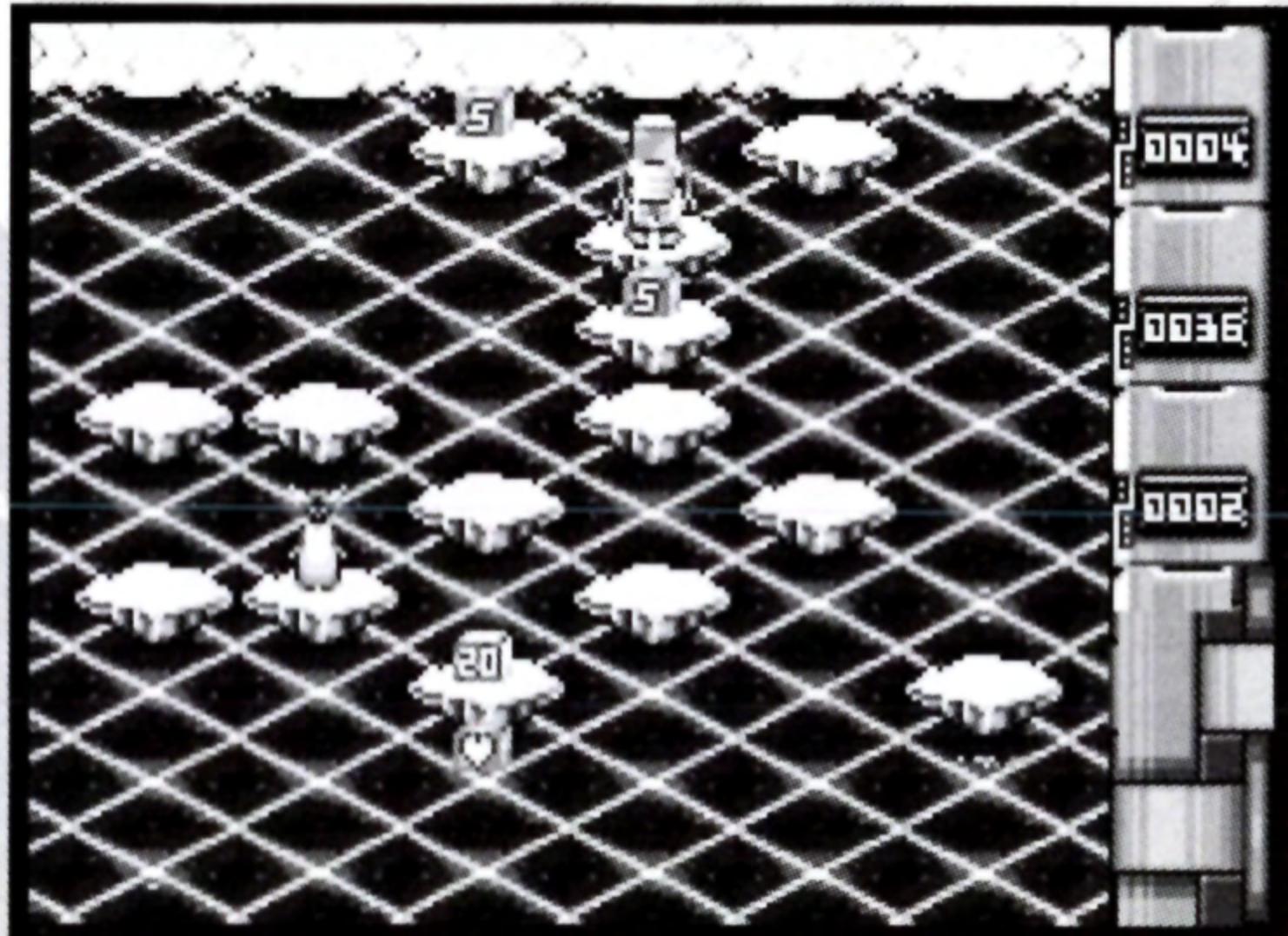
You may come across the following icons:

'10' or '20' box – Adds the amount of points written on the box to your score.

'S' box – Slows down whole game.

Box with a Heart – Gives you extra life.

Box with a Skull – Switches the left and right movement for added game difficulty.



MC Rudolf / Category: cyber

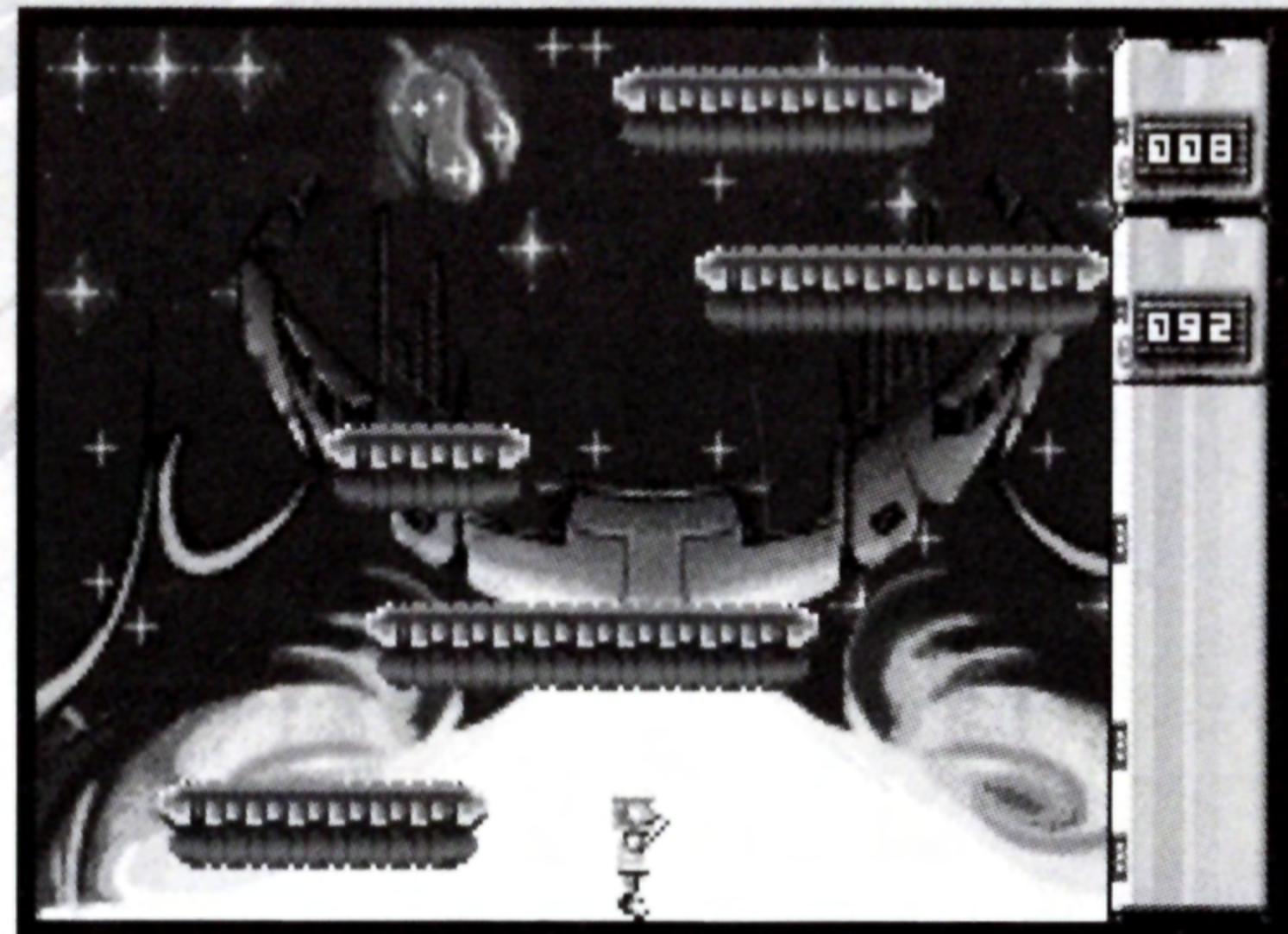
To Play MC Rudolf – Jump to the top using the platforms. The more speed you have, the higher you jump. Pick-up bonuses along the way to help you get to the top. To make your journey to the top more entertaining the Mad Scientist has placed some items on the platform:

Left and Right Arrows— Switches directions left to right.

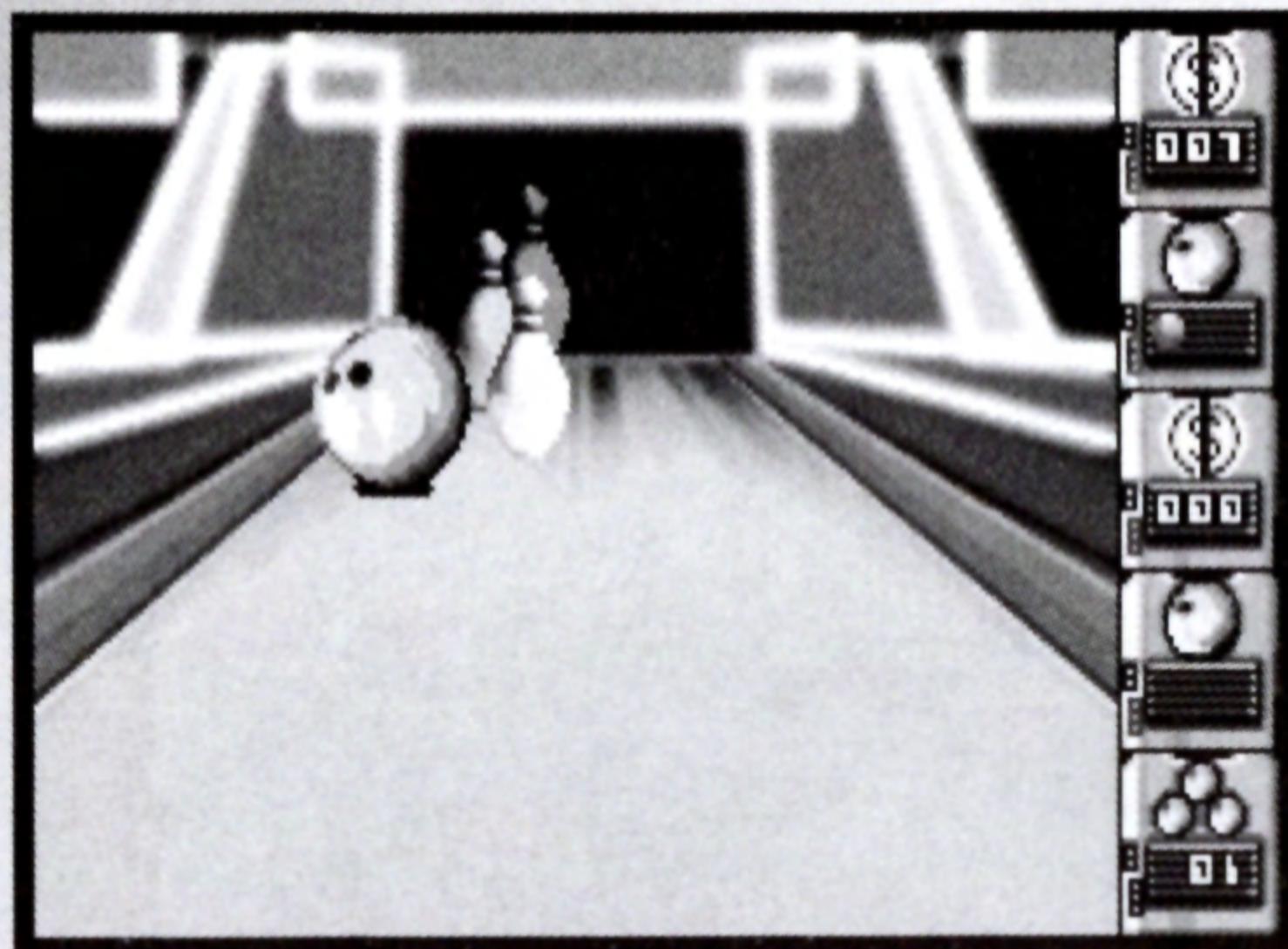
Clock – Adds more time for you to complete the level.

+ – Gives you five additional points.

Red Sign – Stops you from moving left or right move.



Press the A Button to jump and use the + Control Pad to move the robot.



Crazy Bowling / Category: club

To play Crazy Bowling—Try to hit as many pins as you can with the ball. The first meter aims the ball, the second meter determines the power and the third meter puts spin on the ball. If you don't get them all down the first time you will get one more turn. The player who gets the most points wins.

Use the A Button to stop the meters when they are moving.

Pizza Man / Category: cyber

To play Pizza Man – Robots will approach each of four tables – you must give them a pizza. The + Control Pad lets you move robots from table to table, and the A Button is used to toss the pizza.

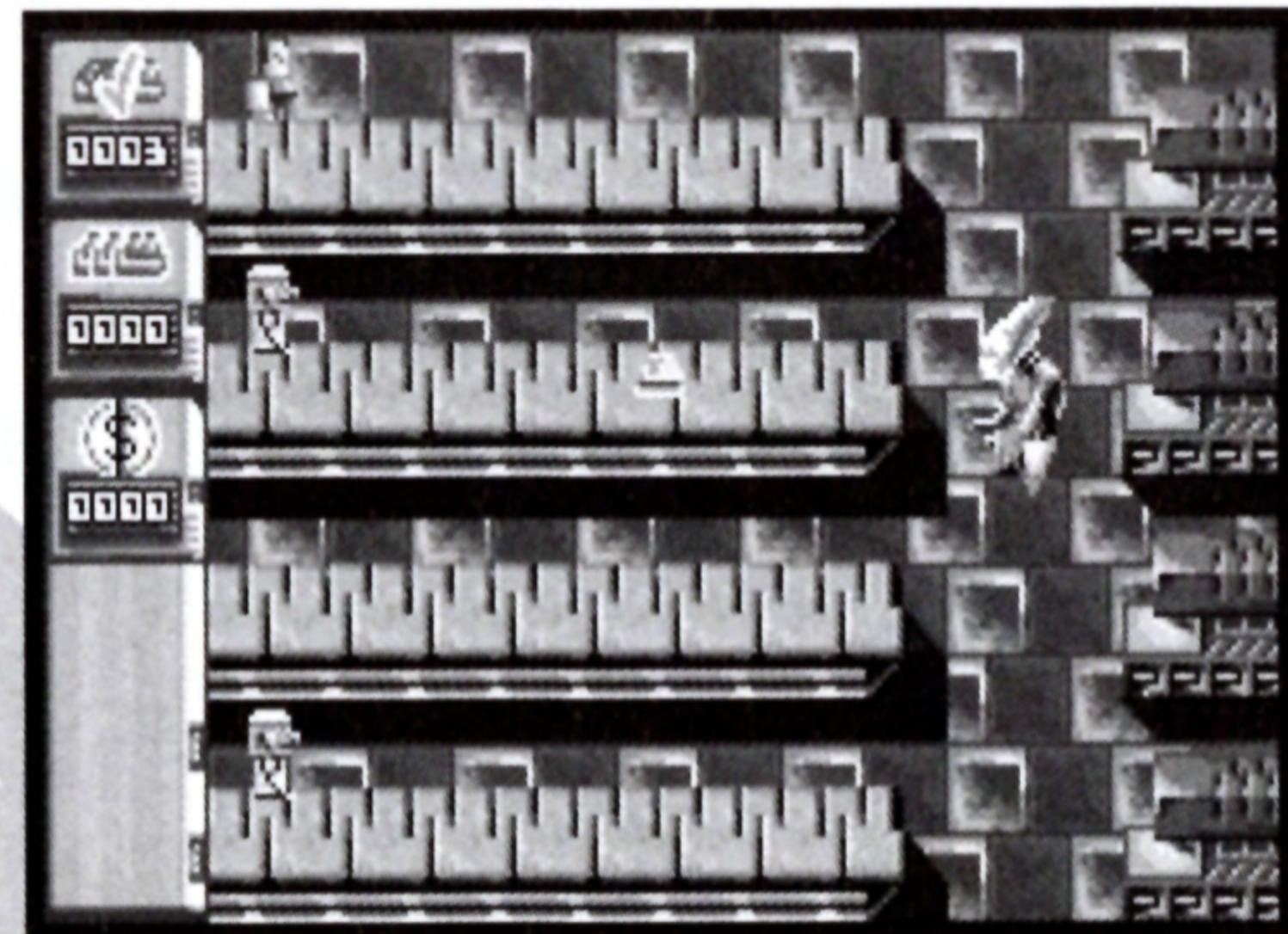
Loss of all pizzas means the game is over. You can pick up bonus items as you play.

Clock – Robots wait longer for the pizza.

Pizza – Adds one pizza to your inventory.

Up Arrow – Slows your movement.

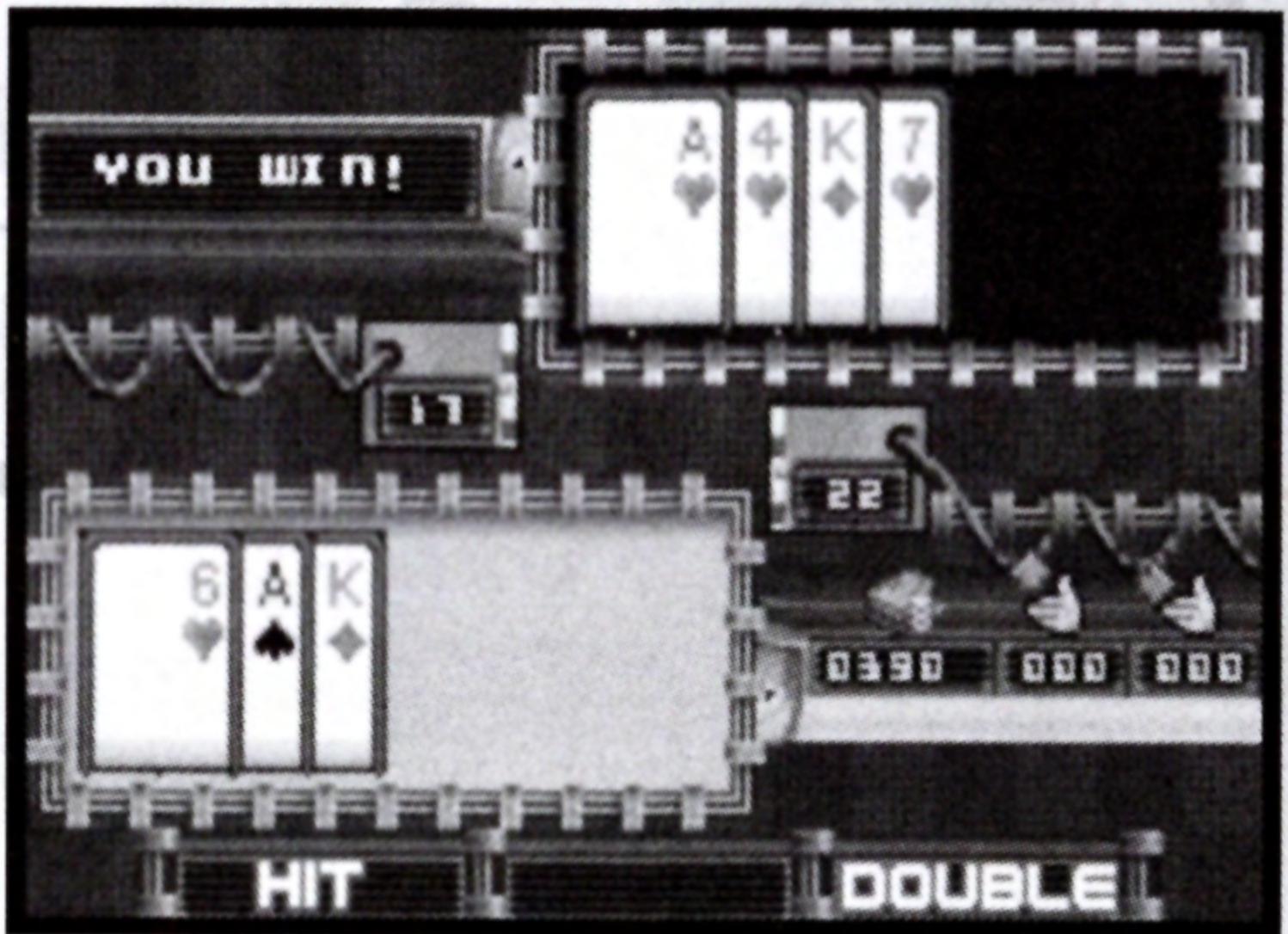
Down Arrow – Increases your movement.



Blackjack / Category: club

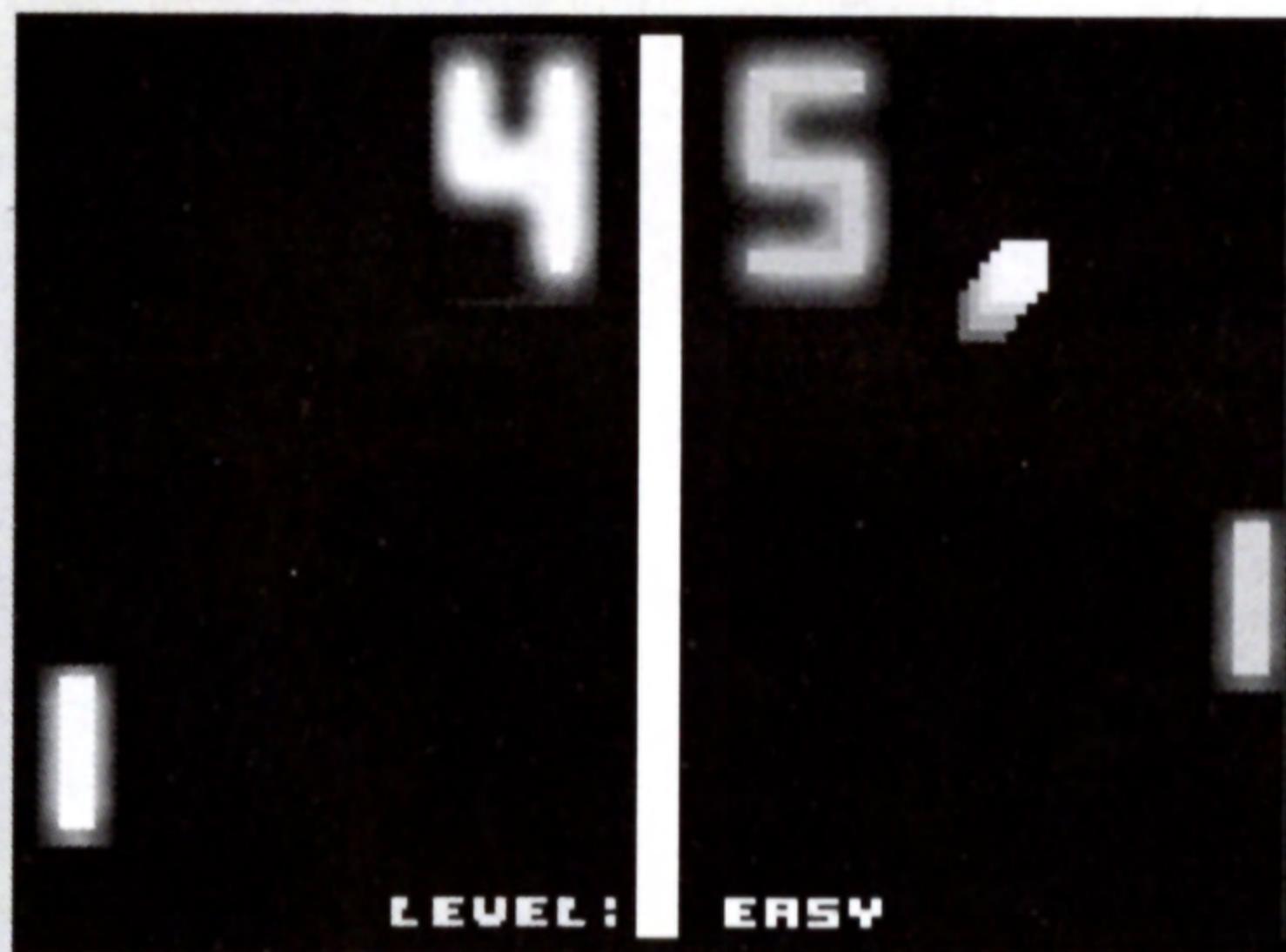
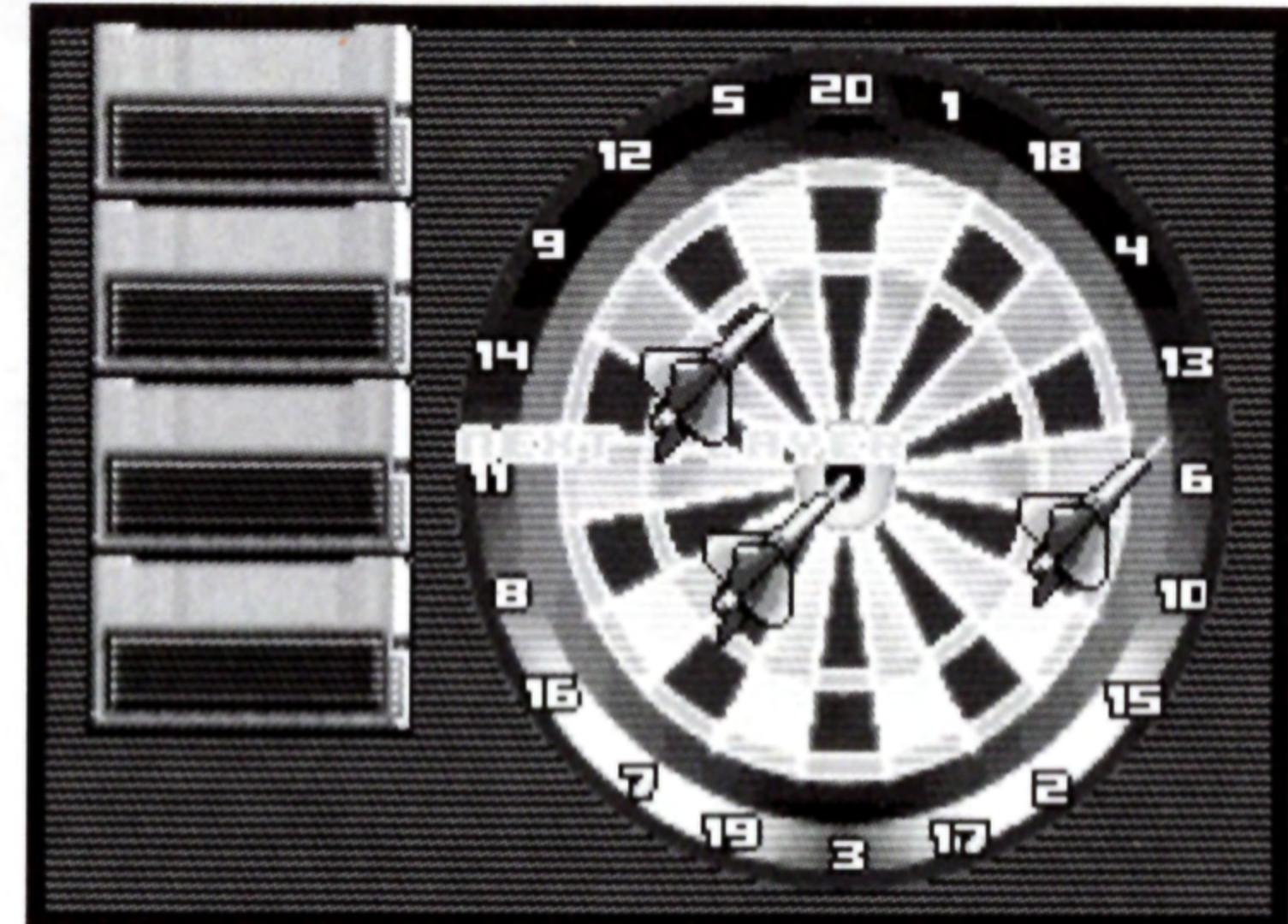
To play Blackjack – To win you want a hand value that is closer to 21 than that of the dealer, without going over 21. Aces are worth 1 or 11, Jack, Queen and King are worth 10 and the remaining cards are worth their face values. Select Hit when you want an extra card or Stand if you do not. Select Double to increase your bet and get another card.

Use the + Control Pad to select Options, press the A Button to make a choice.



Darts / Category: club

To play Darts - Throw your darts to score points. Hitting the A Button during two phases of targeting will define the point of the shot. Move the pointer on the screen to choose the spot in which you want to throw the dart.



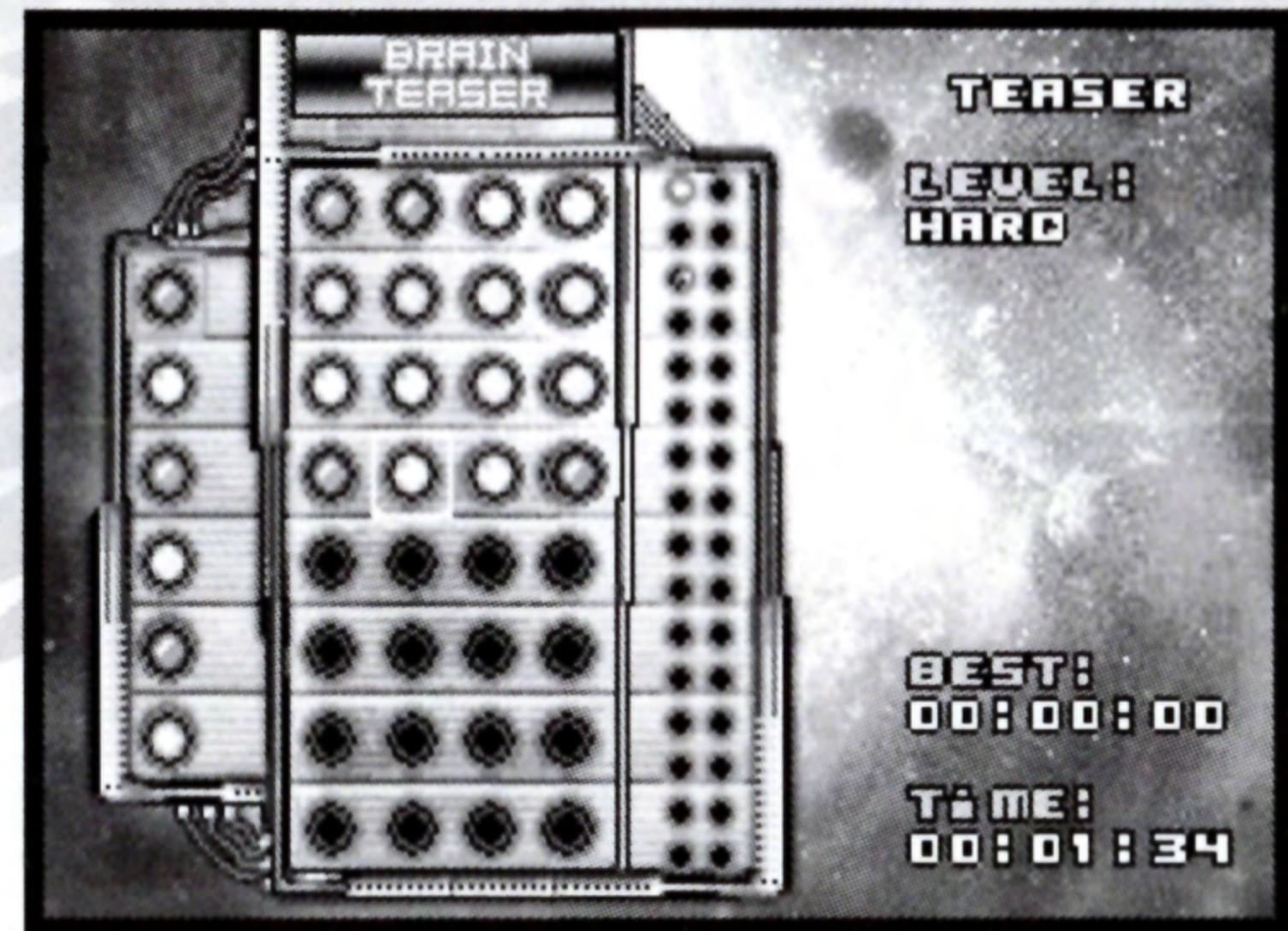
Neon Square / Category: neon

To play Neon Square –The player controls the green bar. Score points by getting the ball past your opponent on the right side of the screen. If the ball passes the left edge of the screen your opponent gets a point. The player with the most points at the end of the match wins.

Use the + Control Pad to move your square.

Eliminate / Category: board

To play Eliminate – You have eight chances to guess what combination of colors is hidden. You can place 4 (easy), 5 (medium) or 6 (hard) kind of colored stones depending on the difficulty level. Each combination is built with four stones. Place the stones using the A Button, choose a stone using the + Control Pad and use the B Button to check if your guess is correct. Near the row where you place your guesses there are four holes. An empty hole means that your guess was not correct, a white stone means that you placed a stone in the proper place and a magenta stone one means that you picked the right stone, but you placed it in the wrong location.

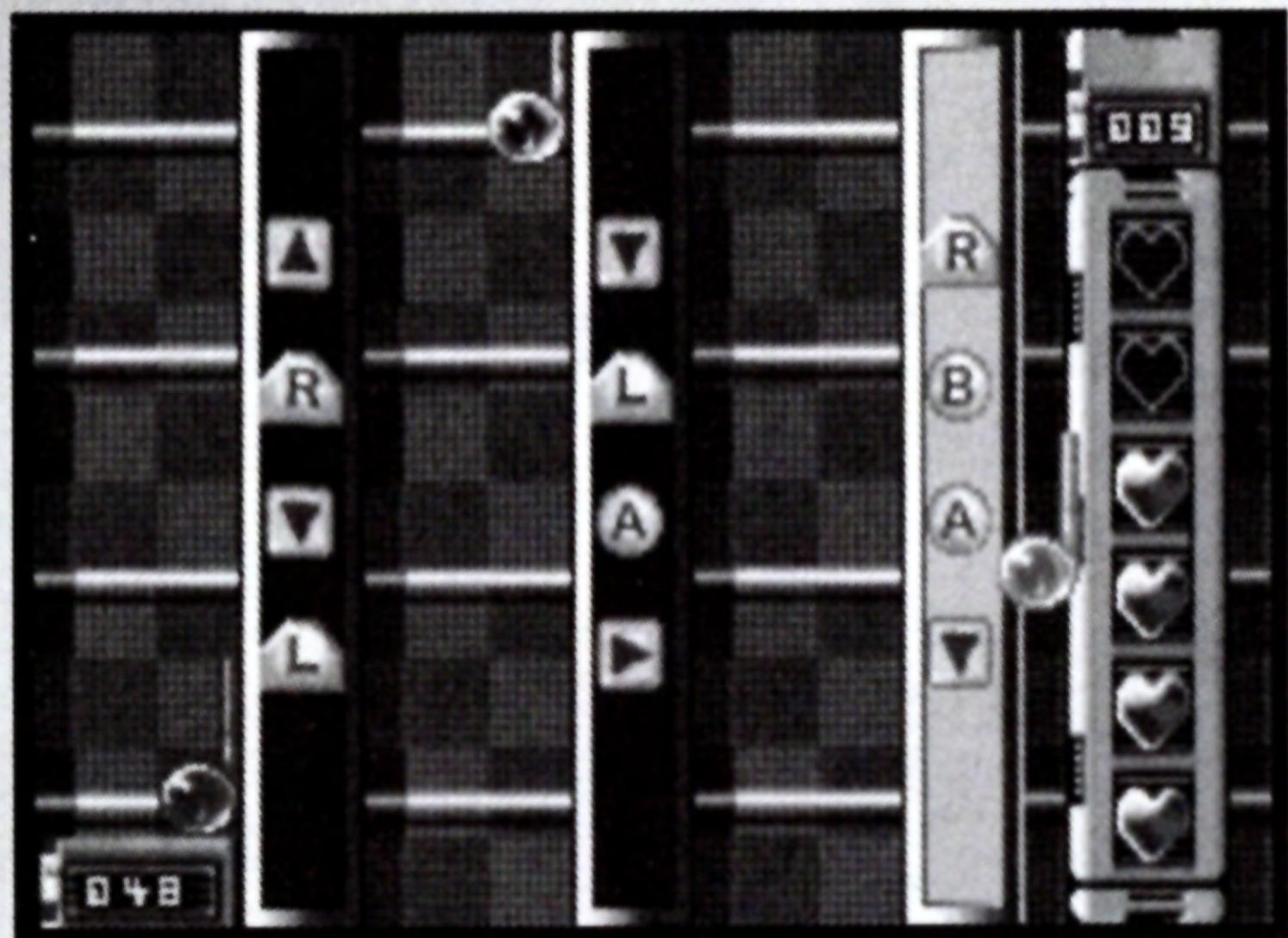


Space Shooter / Category: zap

To play Space Shooter – Destroy all aliens on the screen to progress to the next level. After 10 hits in a row you receive a limited timed bonus item that will help you survive the battle. These bonuses include:

- Yellow Bonus – Double Shot**
- Green Bonus – Triple Shot**
- Red Bonus – Extra Ship**
- Blue Bonus – Freezes the Alien Ships**
- Magenta Bonus – Shield**

Move your ship using the + Control Pad and shoot using the A Button.



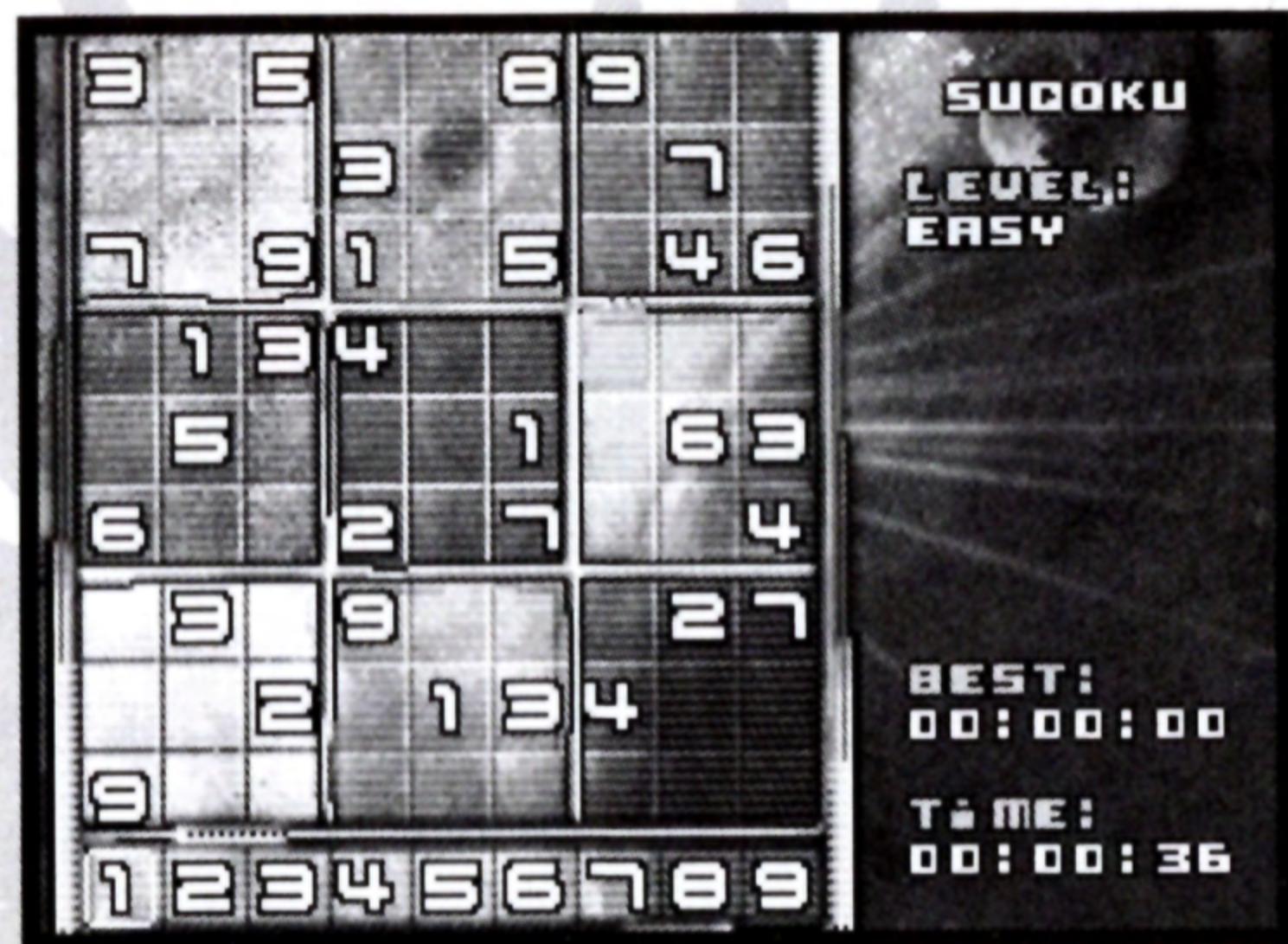
Music Pop / Category: zap

To play Music Pop –Press the correct button when the notes reach the orange vertical line. The arrows correspond to the directional arrows on the + Control Pad. You will lose one heart if you cannot press all of the buttons in time. When you lose all of the hearts the game is over.

Sudoku / Category: neon

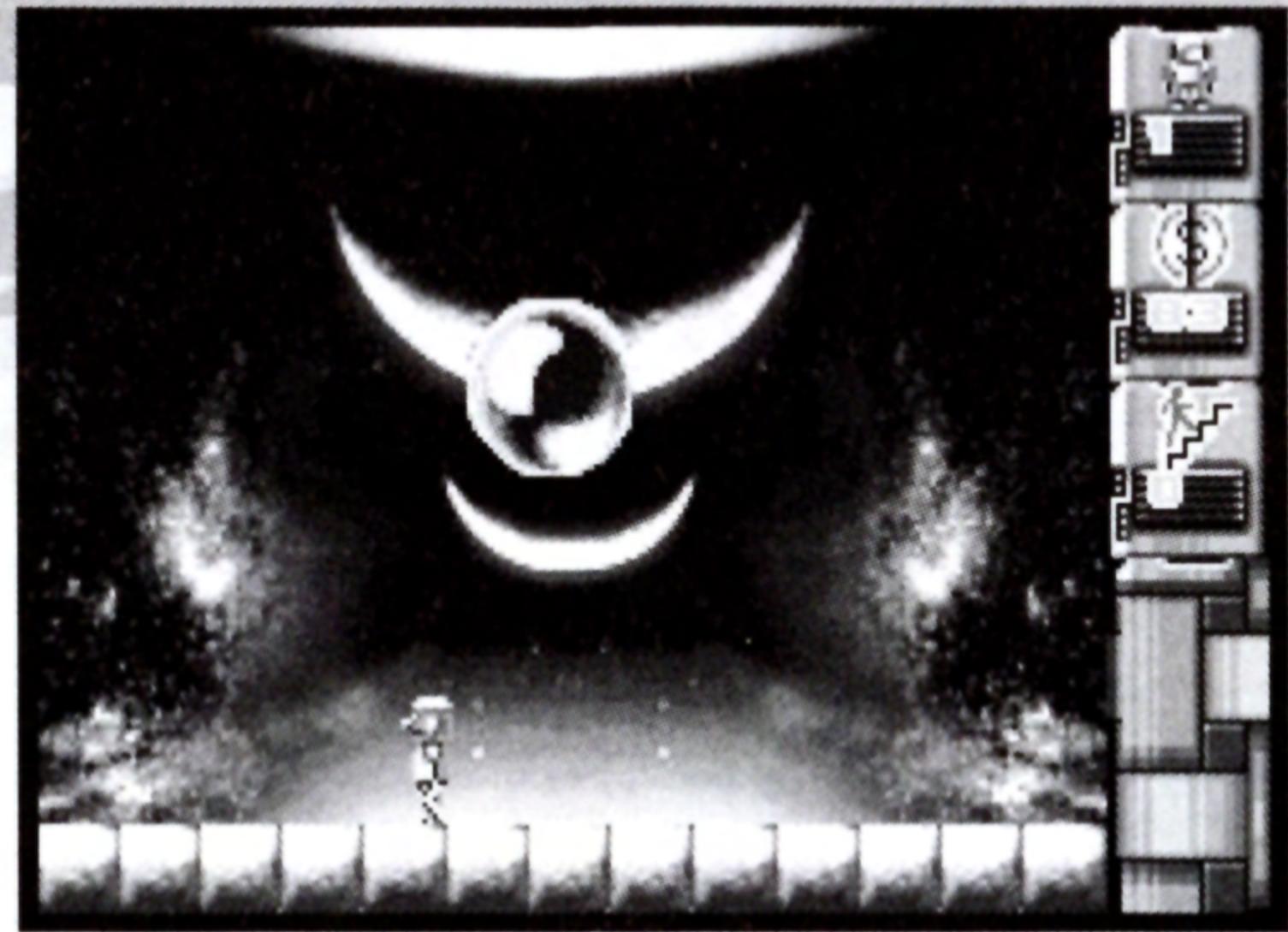
To play Sudoku –Place the numbers 1-9 in the grid. However, no number can be repeated in the same row, column or 3x3 sector. Once you place them correctly, you have won the game.

Use the L and R Buttons to choose the number you want to place in the grid. Use the + Control Pad to select the location where you wish to place a number. Accept your choice using the A Button and remove an inserted number using the B Button.



Avoider / Category: zap

To play Avoider –The robot moving at the bottom of the screen must not touch any of the bubbles moving across the screen. He must use his robot laser gun to split the bubbles in half until they disappear. Use the + Control Pad to move the robot and press the A Button to use your laser gun.



THQ Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32234. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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